

**In the Claims:**

Please cancel claims 21-26 and insert new claims 27-30 as follows as follows:

1. (Previously Amended) An electronic game table for at least two players engaging in a completely electronic competitive game that uses both confidential cards and community cards comprising:

a table having a surface;

a plurality of individual player terminals arranged ~~in~~ at or beneath the surface said table, each of said individual player terminals comprising a terminal display and a data input device comprising a plurality of player activated electronic game function buttons including an action button and a betting button;

a central processing unit connected to the game function buttons of each of said individual player terminals for bi-directional data exchange with each of said individual player terminals, said central processing unit configured to cause the display of at least an electronic representation of confidential cards and a representation of the status of the game on each of said terminal displays; and

a single, centrally located common display configured to cause the display of an electronic representation of two or more different community cards, the common display being disposed in a position simultaneously visible to each and every of the players and connected to said central processing unit; said central processing unit containing a random combination generator.

2. (Original) The electronic game table of claim 1, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

3. (Previously Amended) The electronic game table of claim 2, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and an Intranet.

4. (Previously Amended) The electronic game table of claim 1, wherein said plurality of player activated electronic game function buttons comprises at least control means for anteing the bets, control means for betting, control means for indicating a role of a player acting in the capacity of a dealer in a current round.

5. (Previously Amended) The electronic game table of claim 4, wherein said position of the single centrally located monitor visible to the players is a position selected from the group consisting of: a horizontal position on and flush with said table top, and a vertical position outside said table top.

6. (Original) The electronic game table of claim 5, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

7. (Previously Amended) The electronic game table of claim 6, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and an Intranet.

8. (Previously Amended) The electronic game table of claim 1, wherein the electronic competitive game is a poker game, and wherein the individual terminals are spaced around the table for a number of players from two to ten.

9. (Original) The electronic game table of claim 8, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

10. (Previously Amended) The electronic game table of claim 8, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and an Intranet.

11. (Original) The electronic game table of claim 8, wherein said data input means comprises at least control means for anteing the bets, control means for betting, control means for indicating a role of a dealer in a current round.

12. (Original) The electronic game table of claim 11, wherein said position visible to said at least two players is a position selected from the group consisting from a position on said table top and outside said table top.

13. (Original) The electronic game table of claim 12, wherein said central processing unit is provided with an outlet port for connection to external electronic means.

14. (Original) The electronic game table of claim 13, wherein said external electronic means are selected from the group consisting of a local area network, the Internet, and Intranet.

15. (Previously Presented) The system of claim 1, wherein said central processing unit deals said confidential cards to each player terminal.

16. (Previously Presented) The system of claim 1, wherein the display of said confidential cards is obscured from players associated with other individual player terminals.

17. (Previously Presented) The system of claim 1, wherein said confidential cards are only visible from the individual player terminal on which they were caused to be displayed

18. (Previously Presented) The system of claim 1, wherein each individual player terminal is configured to obscure the display of said confidential cards from other individual player terminals.

19. (Previously Amended) A system for playing an electronic card game, comprising:

- (a) a table having surface and a plurality of player positions;
- (b) a player display at or beneath the surface of the table corresponding to each player position, the player display configured to present virtual pocket cards to a player such that the display of the virtual pocket cards is obscured from other player positions;
- (c) an input mechanism accessible from and associated with each of the player positions comprising a plurality of player activated electronic game function buttons connected to the central processing unit ;
- (d) a single central community display positioned in the table such that the central community display is simultaneously visible from each and every of the player positions; and
- (e) a CPU configured to deal virtual pocket cards to the player displays and at least two different community cards to the community display and cause the respective player displays to present the virtual pocket cards to a corresponding player, the CPU configured to receive input from the input mechanism related to the presented virtual pocket cards.

20. (Previously Amended) The system of claim 19, wherein said virtual pocket cards displayed on each player display are confidential.

21. (Cancelled) ~~A system for playing an electronic card game of poker, comprising:~~

- ~~(a) a poker table having a surface, a perimeter and a plurality of player positions spaced evenly around the entire perimeter of the table;~~
- ~~(b) a player display at each player position and disposed at or beneath the surface of the table associated with each player position, the player display configured to present virtual pocket cards to a player;~~
- ~~(c) an input mechanism accessible from and associated with each of the player positions comprising player activated electronic game function buttons connected to a central processing unit;~~
- ~~(d) a single central display positioned in the table such that the central display is visible from each of the player positions; and~~
- ~~(e) a central processing unit configured to deal virtual cards to the player displays and the central display and cause the respective displays to present the pocket cards to a corresponding player and continuously display two or more community cards on the central display, the CPU configured to receive input from the input mechanism.~~

22. (Cancelled) ~~The system of claim 21, wherein said virtual pocket cards are displayed such that they are confidential.~~

23. (Cancelled) ~~The system of claim 21, wherein each player position is configured such that said virtual pocket cards are only visible from that player position.~~

24. (Cancelled) ~~The system of claim 21, wherein each player position is configured such that said virtual pocket cards are obscured from players associated with other player positions.~~

25. (Cancelled) ~~The system of claim 21, wherein said virtual pocket cards displayed at each player position are only visible from the player position on which they were caused to be displayed.~~

26. (Cancelled) ~~The system of claim 21, wherein said virtual pocket cards displayed at each player position are obscured from other player positions.~~

27. (Newly submitted) A dealerless game table for playing an automated card game exclusively using images of cards and automated betting without chips, the game table comprising: a horizontal tabletop having two or more player positions;

a supporting base;

player interface console terminals positioned within the tabletop at each of the player positions so that each player can observe all other players, the terminals each comprising:

- a private screen to display pocket cards and betting information relevant only to one particular player;
- a player in/out indicator;
- several bet operation buttons on or adjacent the screen;
- several action buttons on or adjacent the screen; and
- a player operated automated payment device;

a single common display showing multiple community cards and betting information for each player, the common display located at the center of the table and horizontally mounted in the tabletop surface continuously displaying said community cards and betting information to all the players; and

a table central processing unit connected to all the player interfaces and to the single common display, wherein the table central processing unit performs the functions of a dealer and automatically conducts the play of the game based upon inputs from the player interface console terminals.

28. (Newly Submitted) The dealerless game table of claim 27 wherein the payment device is a bill acceptor for accepting paper currency.
29. (Newly Submitted) The dealerless game table of claim 27 wherein the payment device is a card reader for reading information from a card.
30. (Newly Submitted) The dealerless game table of claim 28 wherein the payment card reader reads a magnetic strip.